

FIG. 1

TELEGAME INTERACTIVE, LLC

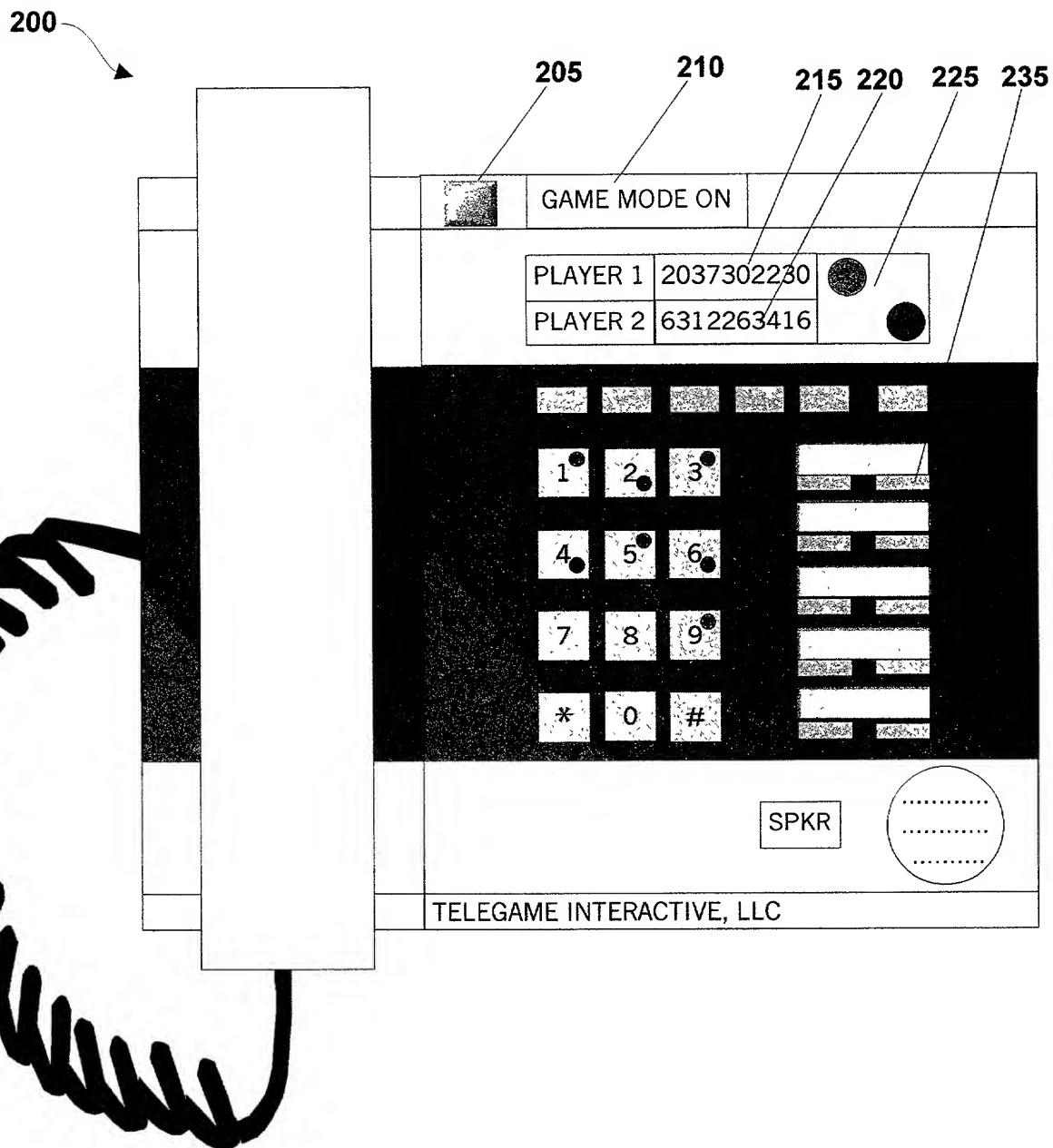


FIG. 2

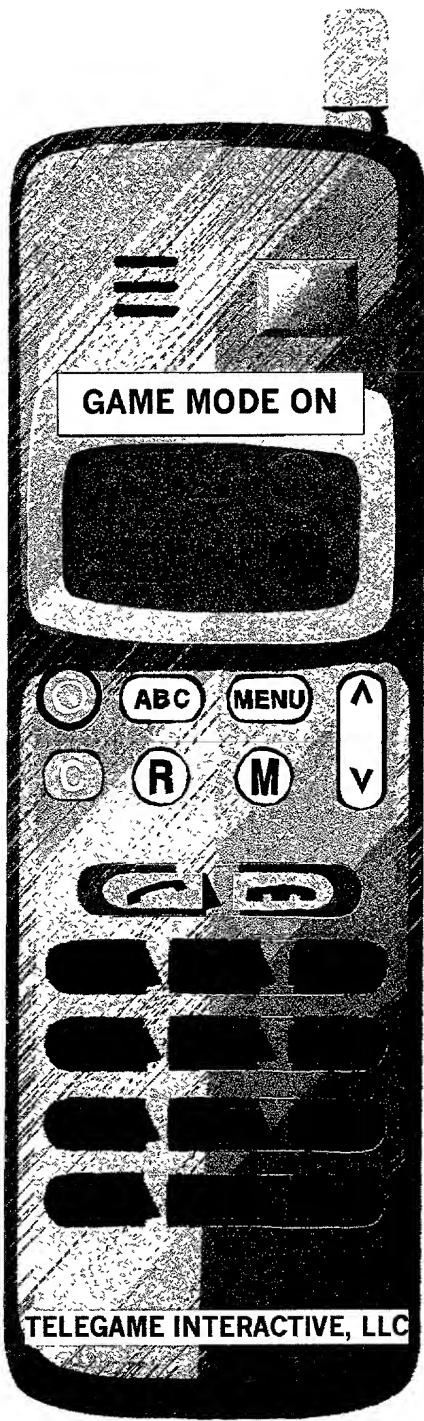


FIG. 3

705220 "X" GE 2860

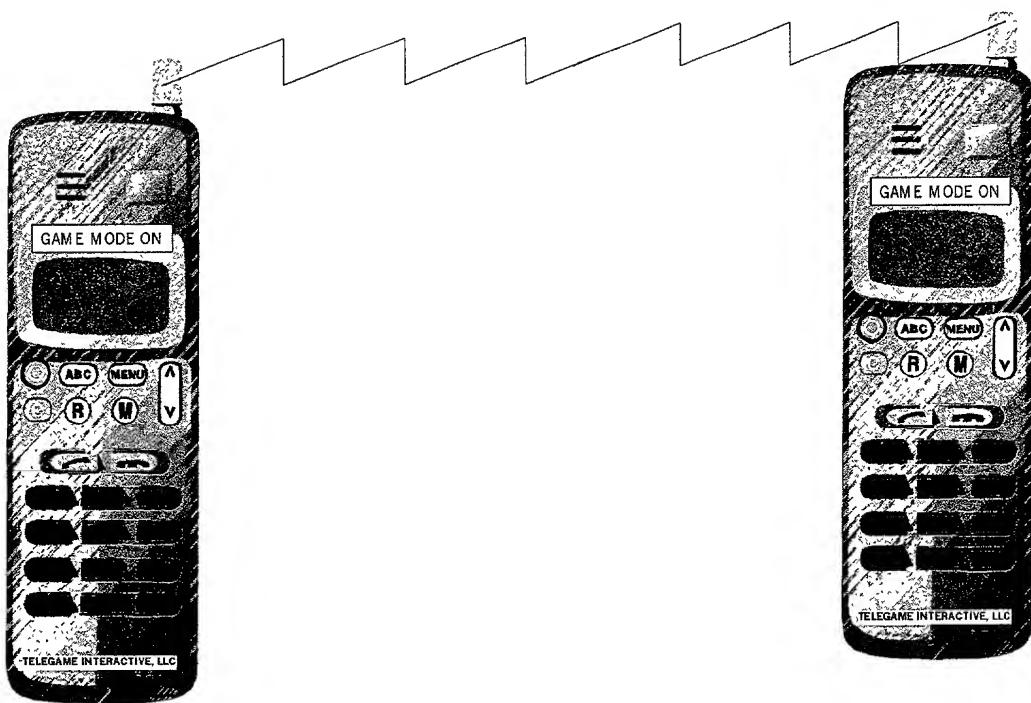


FIG. 4

TELEGAME INTERACTIVE, LLC

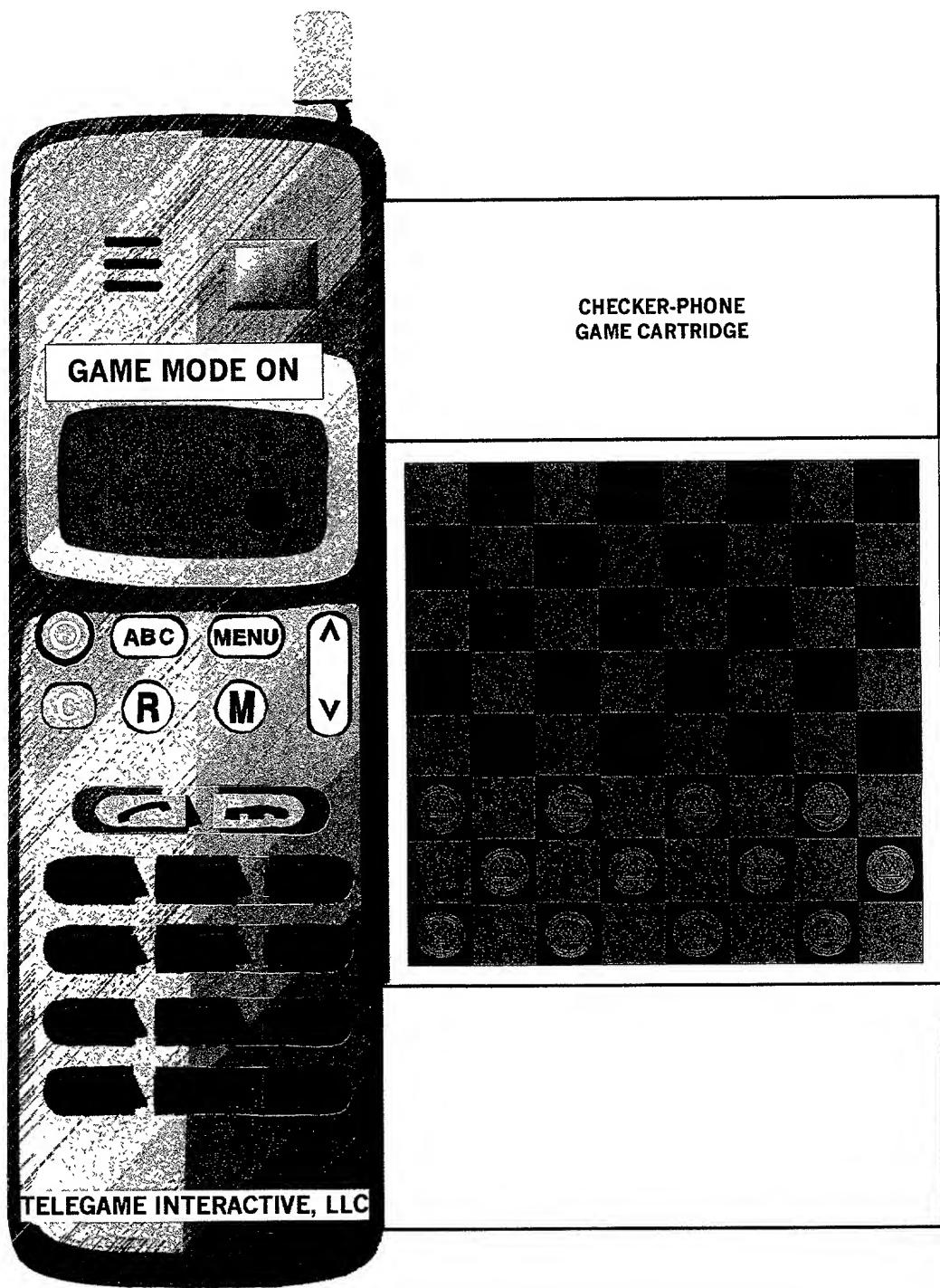


FIG. 5A

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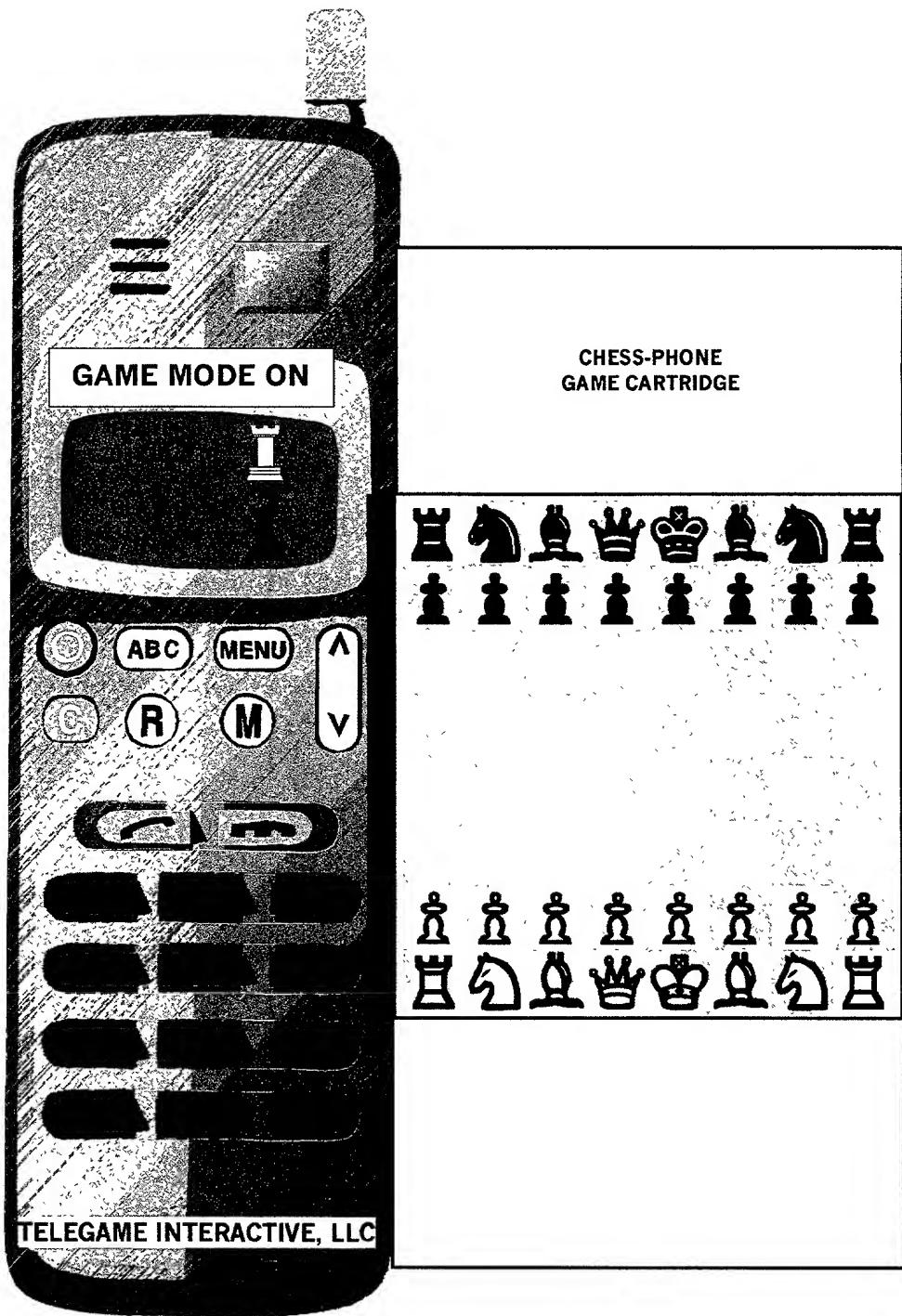


FIG. 5B

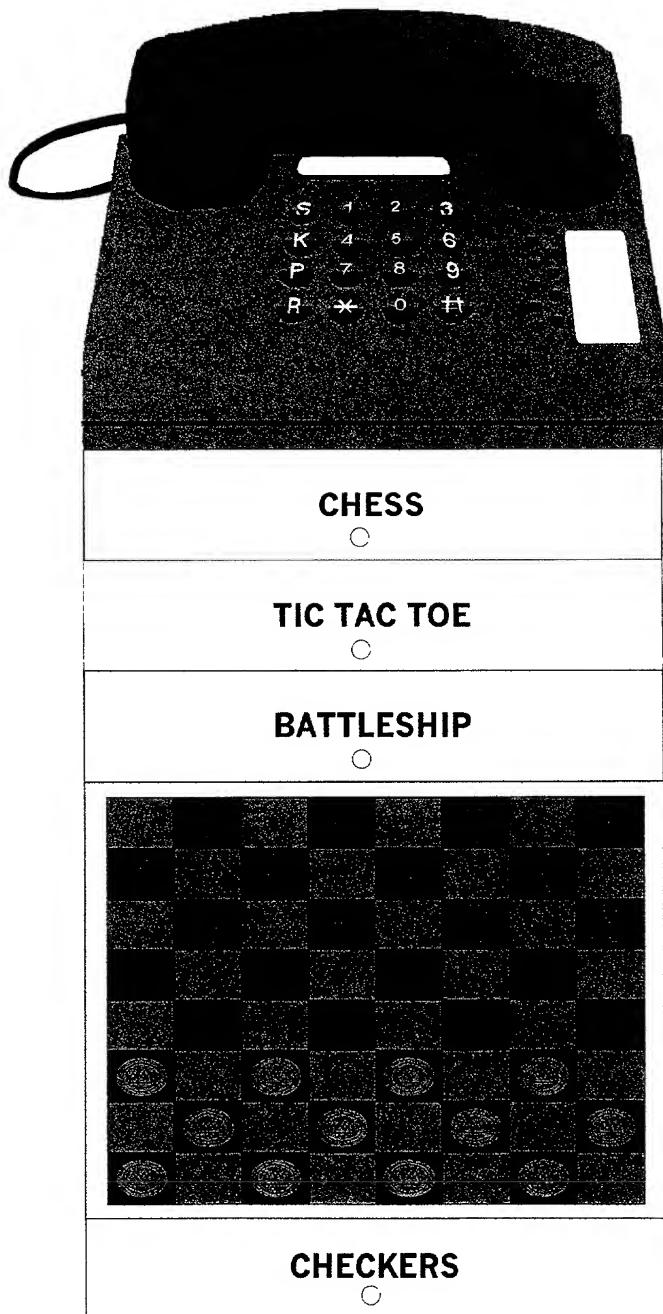
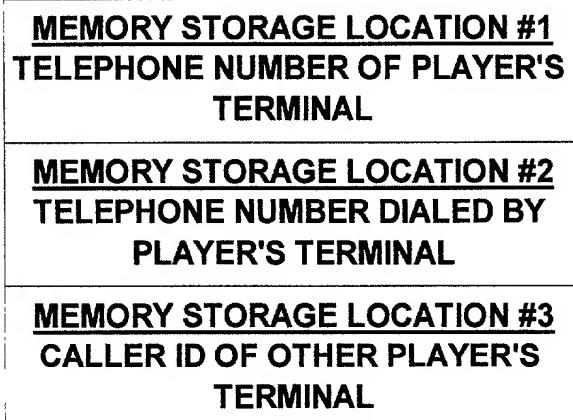
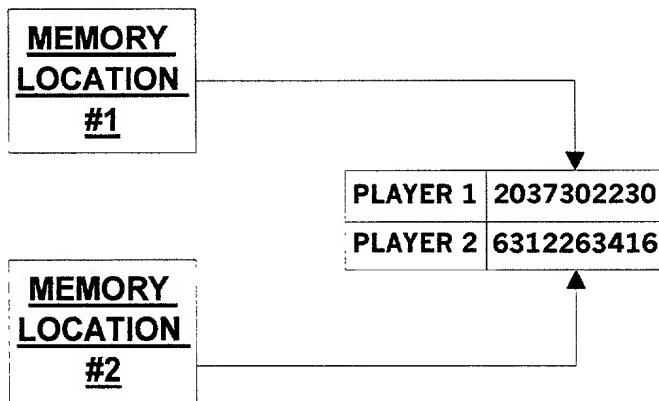


FIG. 6

## LOGIC FOR DISPLAYING PLAYER IDs AT EACH PLAYER'S TERMINAL



### IN TERMINAL PLACING OUTGOING CALL



### IN TERMINAL RECEIVING INCOMING CALL

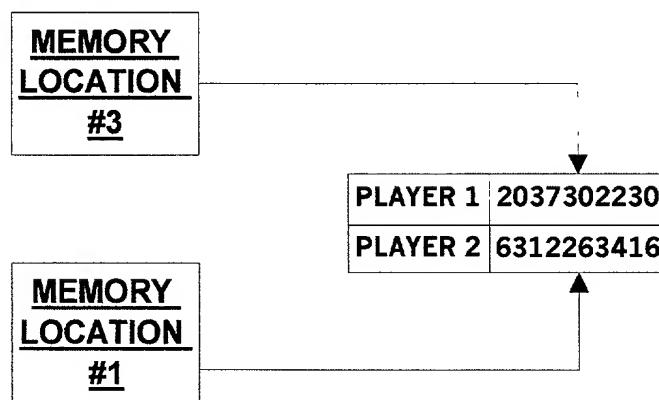


FIG. 7

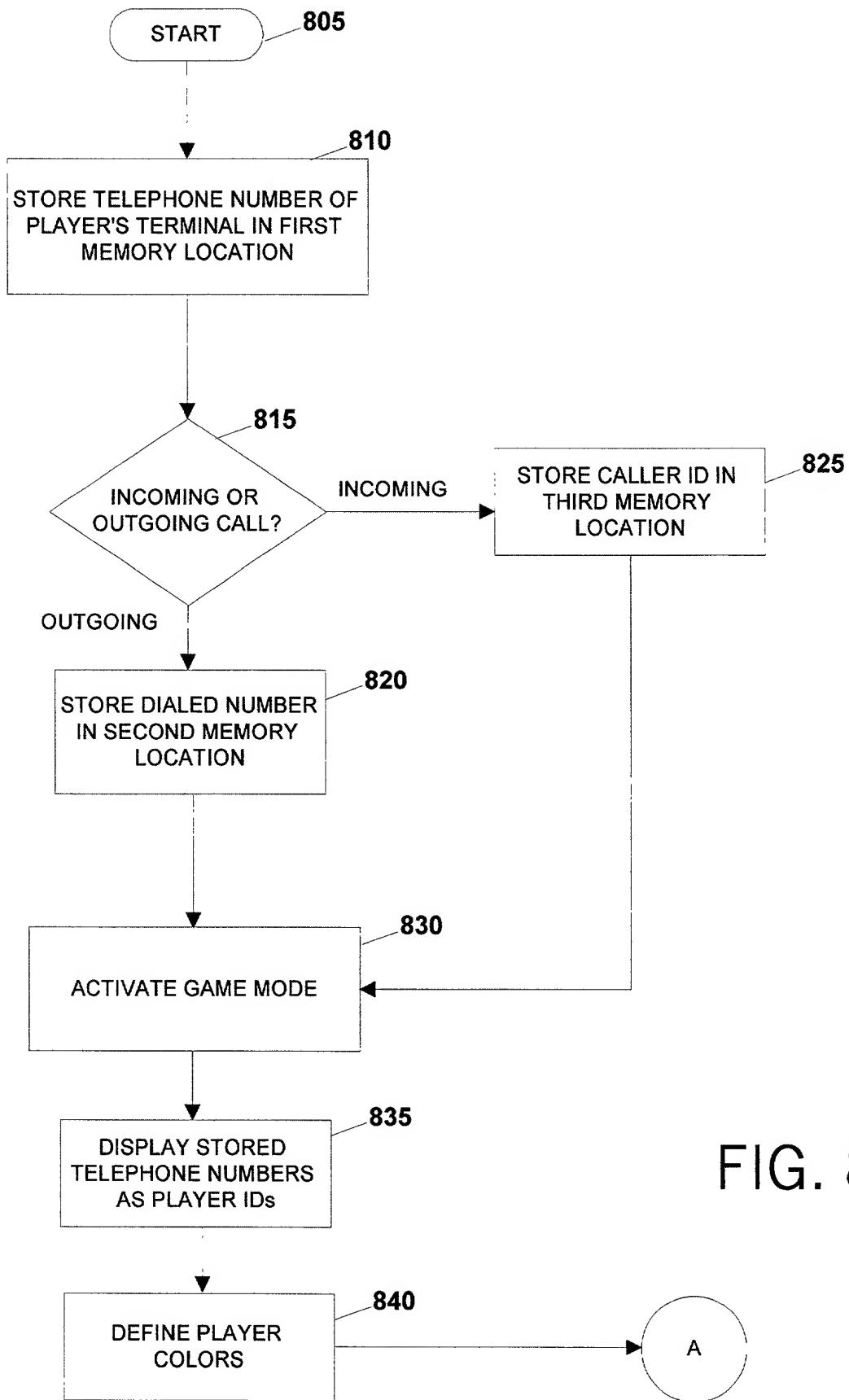


FIG. 8A

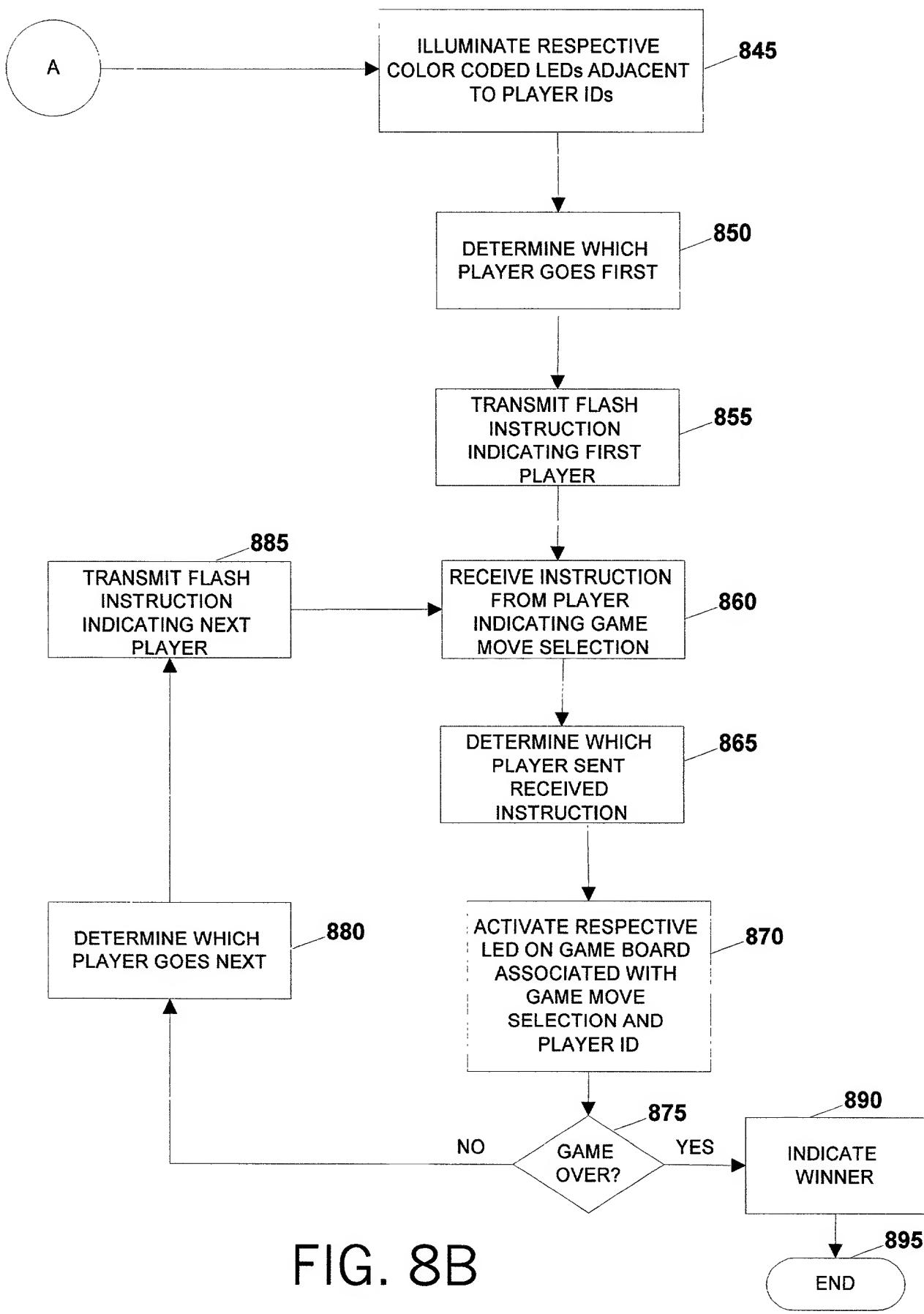


FIG. 8B

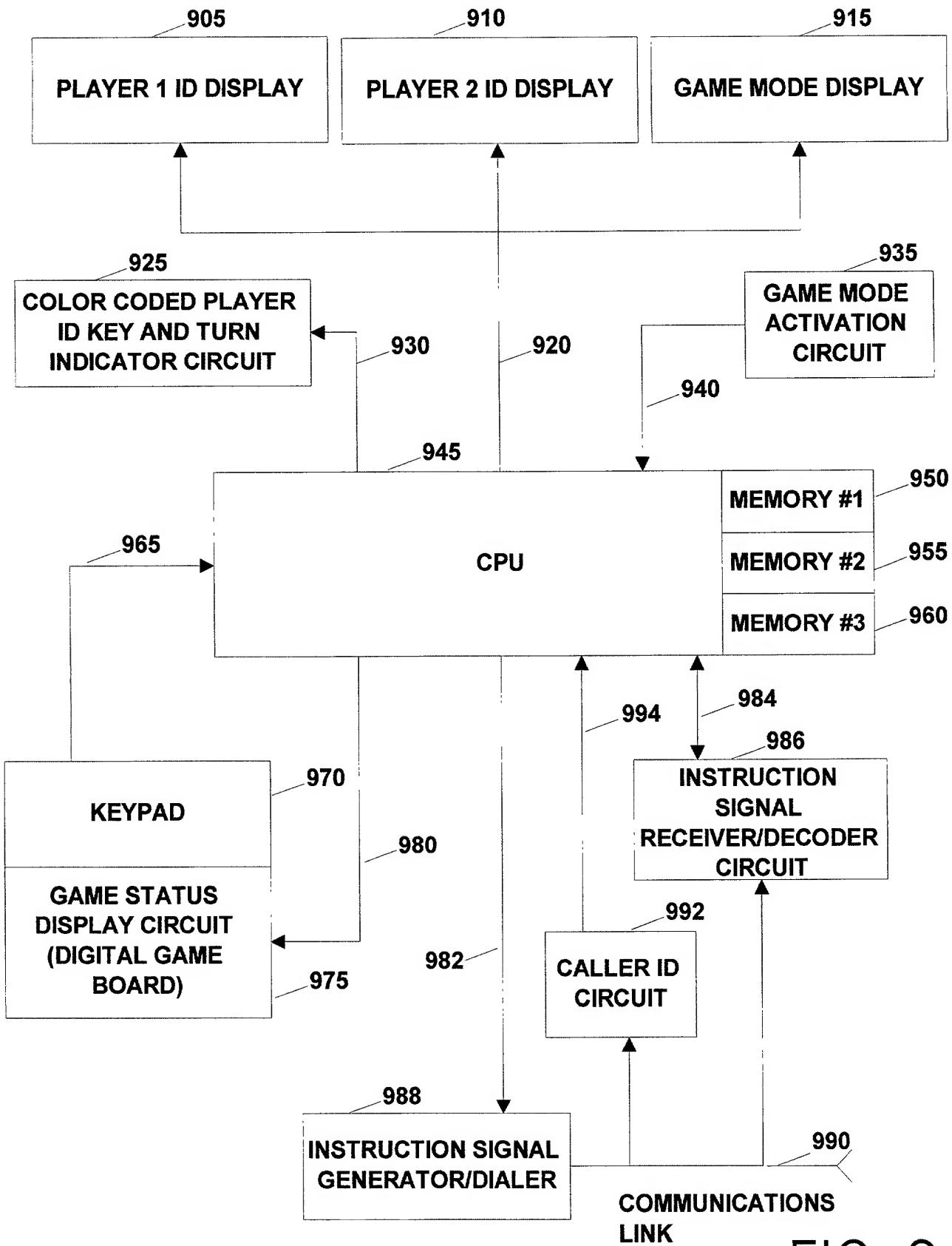


FIG. 9

GAME MODE ON

PLAYER 1	2037302230
PLAYER 2	6312263416

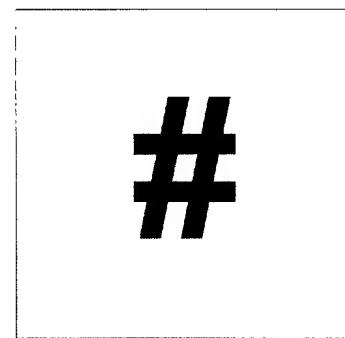
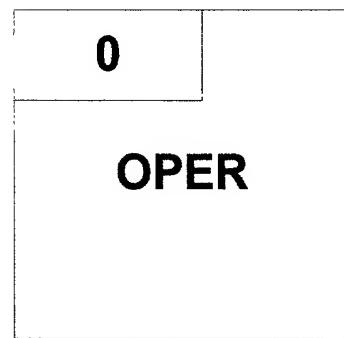
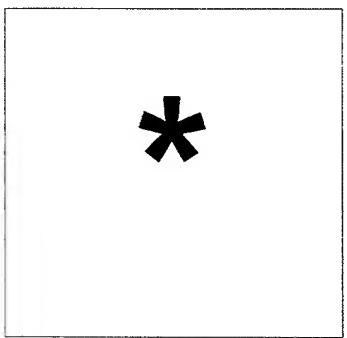
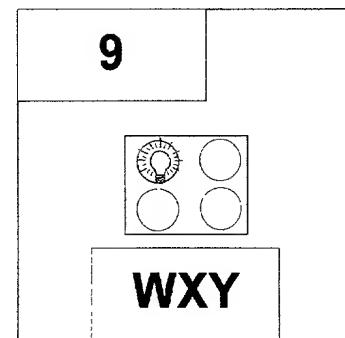
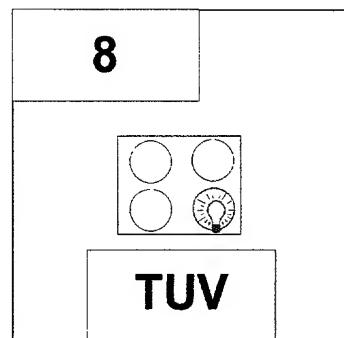
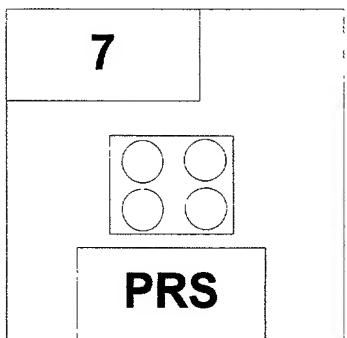
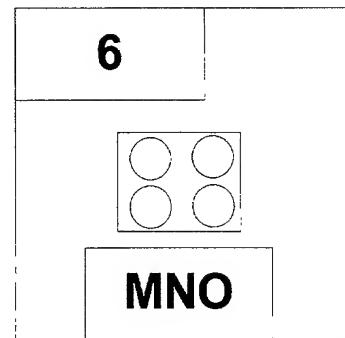
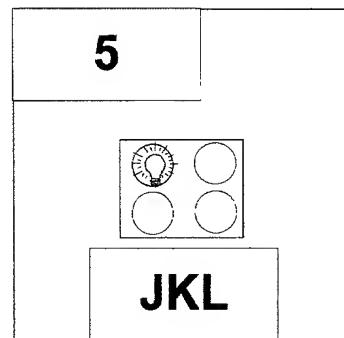
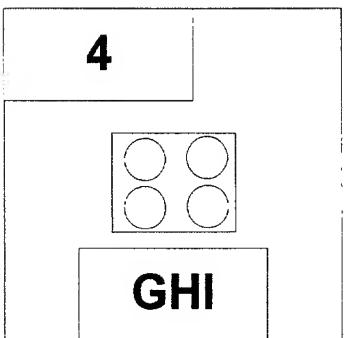
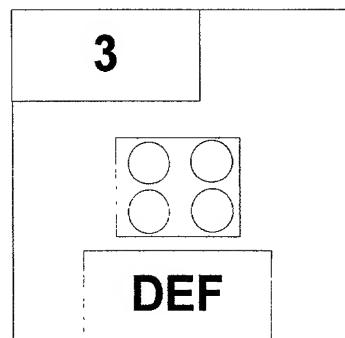
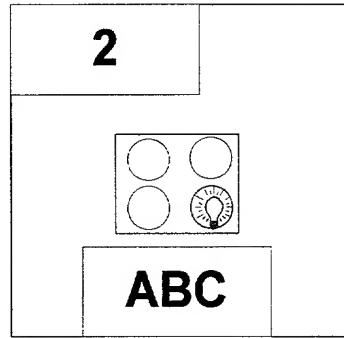
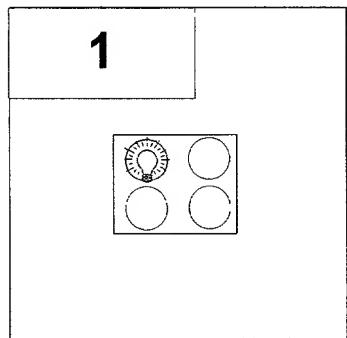
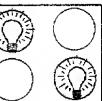


FIG. 10

GAME MODE OFF

PLAYER 1		
PLAYER 2		

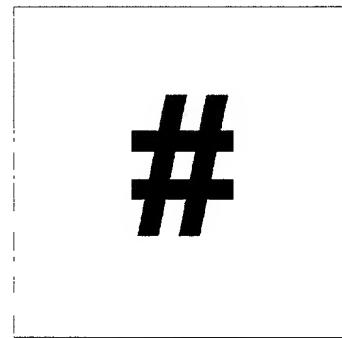
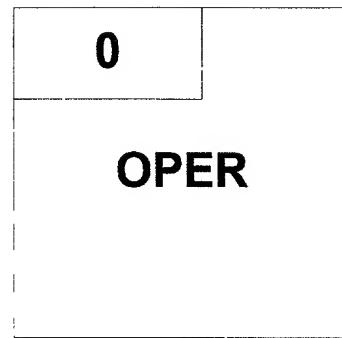
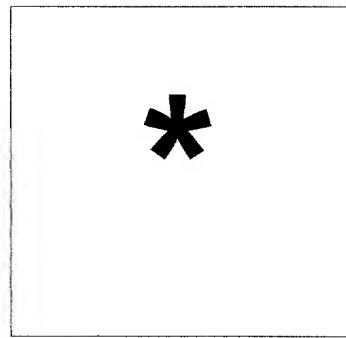
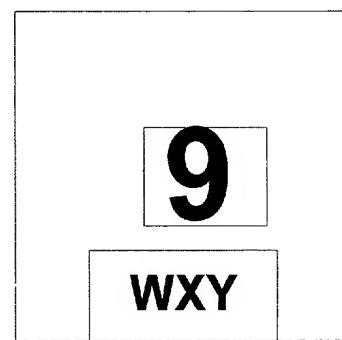
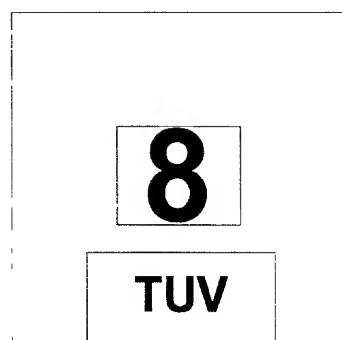
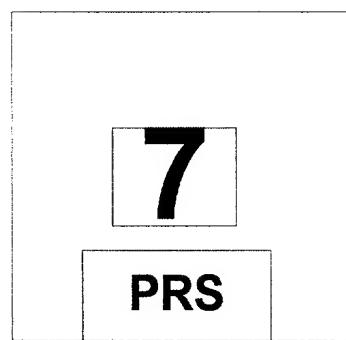
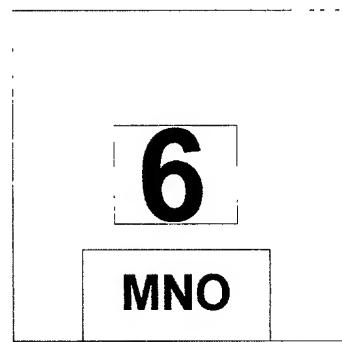
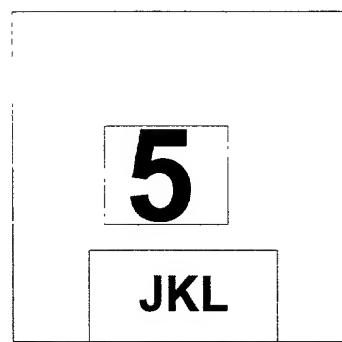
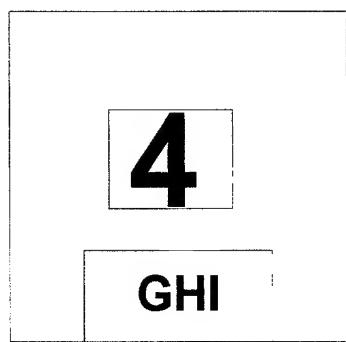
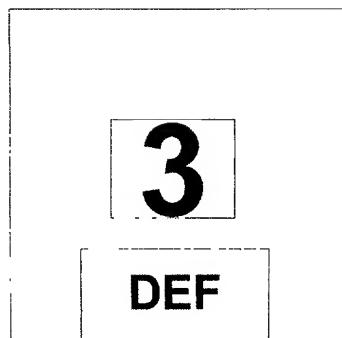
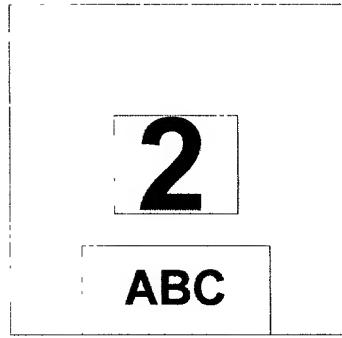
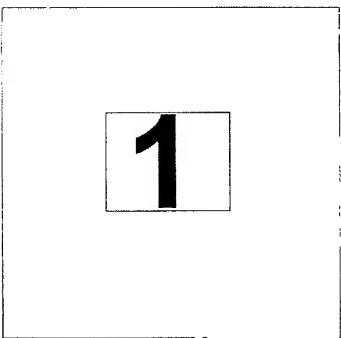


FIG. 11

GAME MODE ON

PLAYER 1	2037302230	X
PLAYER 2	6312263416	O

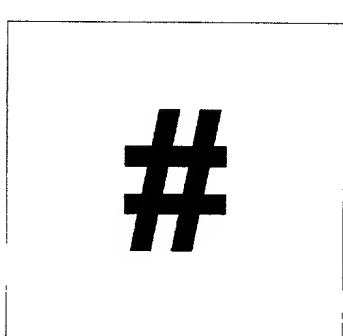
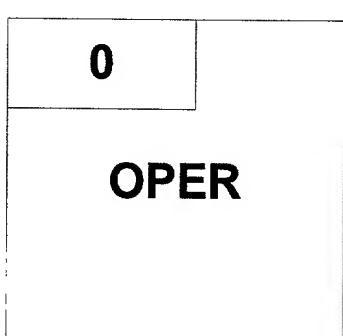
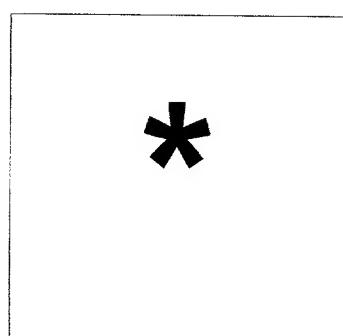
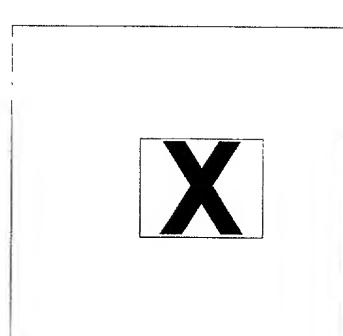
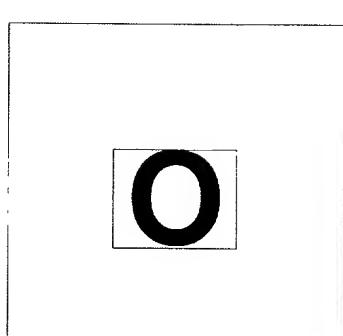
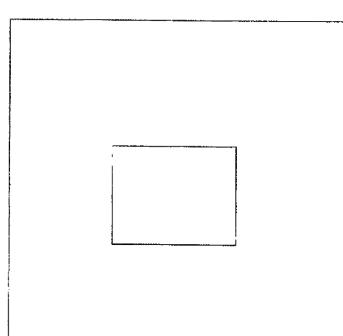
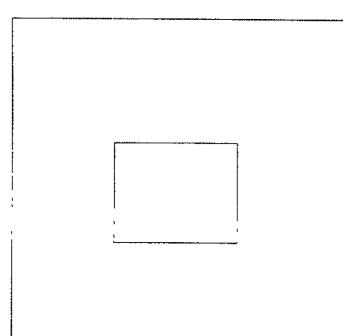
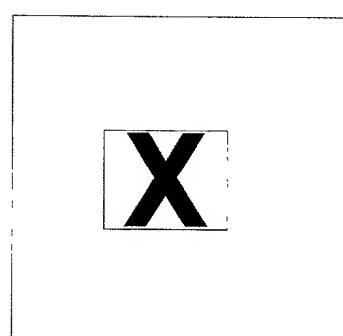
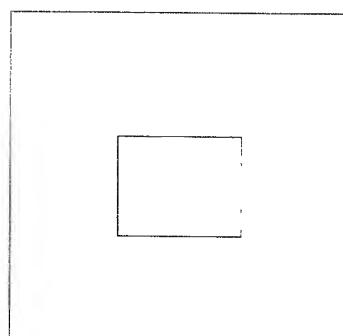
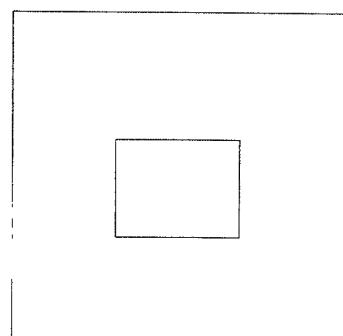
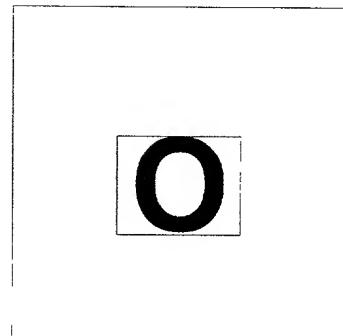
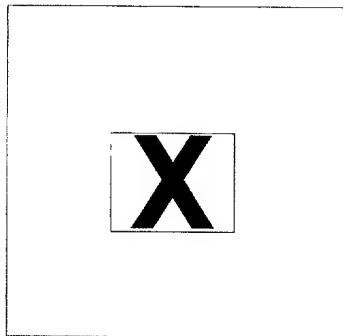


FIG. 12